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This fan-fiction article, **Black Blood**, was written by [Adalwulf of Aedirn](#) and [Witcher190](#). Please do not edit this fiction without the writers' permission.



This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Black Blood](#).

Following the [first Conjunction of the Spheres](#), which brought about the arrival of creatures like [necrophages](#) and [vampires](#), mages collaborating with witchers developed this potion specifically for use in fighting monsters that drink the blood or eat the innards of their still-living victims. However, witchers use Black Blood unwillingly because the potion only works when a monster begins to feast on their body. The transmuted blood proves to be a deadly drink, harming the monsters that would otherwise pose a threat to the witcher.

Black Blood



Information

Ingredients

Base Level

- 2 Sewant Mushrooms
- 4 Units of Ghoul's Blood

Enhanced Solution

- 1 Bottle of Black Blood
- 1 Unit of Alcohest
- 1 Unit of Hellebore Petals
- 5 Sewant Mushrooms
- 5 Units of Ghoul's Blood

Superior Solution

- 1 Bottle of White Gull
- 1 Bottle of Enhanced Black Blood
- 5 Units of Hellebore Petals
- 5 Sewant Mushrooms
- 1 Han Fiber Plant
- 1 Unit of Nostrix



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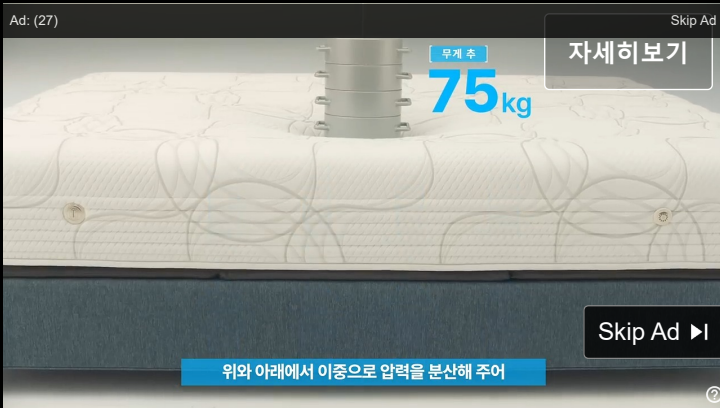
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	• 1 Unit of the Alchemical Ingredient Rebis
Base	Dwarven Spirit
Contraeffect (s)	Severe symptoms of poisoning, including nausea, dizziness, and intense pain throughout the body coupled with black urine, profuse sweating, and difficulty breathing
Toxicity	High
Duration	8 hours



Brewing and Alchemical Ingredient Explanation

The method for preparing the base Black Blood potion is as follows:

- **Begin by chopping 2 Sewant mushrooms into cube-shaped pieces and adding them to a pot of boiling water.** (The spores of the Sewant mushroom are effective against vampiric entities for some reason, so the spores must be extracted from the mushrooms via boiling water, which will make the spores rise to the surface.)
- **Add the 4 units of Ghoul's Blood to the mixture and stir.** (Incorporating the ghoul blood into the spore mixture will turn the concoction into a deadly potion not consumable by any being, let alone a witcher.)
- **Once the mixture has simmered for a few minutes, strain out anything solid and set the liquid aside.** (Obviously, potions should not be chunky, so solids are drained out for the next step.)
- **In a separate pot, pour the Dwarven Spirit and bring it to a simmer.** (This will burn off some of the alcohol from the Spirit and give the concoction a purifying effect, which is needed to bring the next step down to acceptable levels for a witcher's consumption.)
- **Add the strained liquid from step 3 to the Dwarven spirit and simmer the mixture for a few minutes.** (Adding the two mixtures together will result in the proper Black Blood Potion, which is highly damaging to vampires but not outright deadly to the witcher who drinks it.)
- **Bottle the potion and allow it to cool before using.** (A twofold safety measure, as hot Black Blood can shatter glass and cause injury as well as literally boil a consumer's blood alive.)

Effects

Upon consumption, the Black Blood potion infuses the witcher's bloodstream with a potent transmuting agent. This transmuted blood reacts aggressively when a monster or other creature attempts to feed on the witcher. The potion does not pose a lethal threat in comparison to other highly toxic potions to the witcher but rather enhances their defensive capabilities, at least in this first

stage.

The transmuted blood within the witcher becomes toxic, causing severe internal damage upon ingestion, creating excruciating pain upon consuming the witcher's blood, effectively deterring the attacker from further attacks and often incapacitating them. However, one should be careful, as in the case of monsters like vampires, the potion works in different ways depending on the species. For example, in the case of [plumards](#), it kills them after they drink the witcher's blood, but not a [katakan](#), who remains incapacitated only. Regarding a [Higher Vampire](#), it only inflicts relatively minor pain in comparison to other methods.

Contraeffects/Side Effects

In the second stage, when the blood is transmuted, is when the possible lethality comes into play for the witcher. As the potion affects its physiology, causing it to reach a high point of poisoning, the witcher's body undergoes a series of intense reactions. The transmuted blood becomes increasingly toxic, attacking the witcher's own cells and organs with its corrosive properties.

At this stage, the witcher experiences severe symptoms of poisoning, including nausea, dizziness, and intense pain throughout the body. The toxin spreads rapidly, compromising the witcher's ability to function and putting their life at risk if left untreated (this last one only with superior solutions; base solutions, coupled with the battle against the monster, could leave the witcher in a fainted or "coma" state for a few hours as the effects wear off).

Other side effects include black urine, profuse sweating, and difficulty breathing as the witcher's physiology tries to eliminate the toxin from the body.

However, witchers with additional mutations, such as the famous [White Wolf](#) and the [School of the Bat](#) witchers, can mitigate the side effects somewhat in comparison to their standard counterparts.

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